

BLOOD IN THE FOG

An AD&D 2nd Edition Encounter for the Amedio Sandbox Campaign by Falln

Location: Outer canals of Azure District, Sasserine

Time: Early morning, dense fog drifting in from the bay

SETUP

As the PCs make their way along a foggy canal-side walk in the Azure District just after dawn, the muffled splash of water and the creak of mooring lines catches their attention. A gondola, its oars adrift, has bumped gently against the pier.

Inside slumps a man in clerical robes, pale and barely breathing, clutching a scroll case sealed in wax. From the mists behind them, the soft scuff of retreating feet fades into the alleys.

Moments later, the fog grows unnaturally cold...

WHAT'S HAPPENING

- ◆ The courier, **Deyrin Malk**, is an acolyte of the Azure Cathedral delivering a **sealed report** to High Priest Belrain Daskeral.

- ◆ The scroll contains **evidence of Ebon Triad activity** — a secret cult trying to merge the worship of Hextor, Erythnul, and Vecna.
- ◆ The **Ebon Triad** ambushed Deyrin, but fled when interrupted — leaving behind a magical guardian.
- ◆ The cult **bound a Salt-Shadow** to the area as a fail-safe. It will attack if Deyrin is touched or helped.
- ◆ If the PCs flee or delay, **cultists may return** in greater number to retrieve the scroll and kill witnesses.
- ◆ **Azure Watch Arrival:** Arrives in 2d6 rounds, alerted by the screaming.

STATISTICS

Deyrin Malk (Wounded Courier, Human Cleric L1)

AC 9 (robes); MV 3 (crawling); HD 1; hp 2; #AT 1; Dmg 1d4 (dagger); AL NG; XP 15; THAC0 20

Notes: Barely conscious. If stabilized, can whisper:



“The tunnels... they worship three-as-one... tell Belrain...”

Salt-Shadow (Fog Wraith, Undead Spirit)

AC 4; MV 9 (fly); HD 3+2; hp 14; #AT 1; Dmg 1d8 (chilling touch); SA: Str drain (save vs. spells or lose 1 Strength for 1 hour); AL NE; XP 275; THAC0 17

Notes: Manifests if Deyrin is touched or healed. Bound to his death aura by the Ebon Triad. Only harmed by magic or silver weapons. Takes 1d6/round in direct sunlight.

Dispel Evil or Remove Curse banishes it instantly.

Ebon Triad Cultists (2–3, Human Clerics L1)

AC 7 (leather + shield); MV 12; HD 1; hp 6 each; #AT 1; Dmg 1d6 (mace); SA: Cause Fear 1/day; AL CE; XP 65 each; THAC0 20

Notes: Fled the ambush. May return in 3d4 rounds if the PCs draw attention. Each wears a triskelion pendant. Flee if outnumbered.

Azure Watch Patrol Guards (1d6+1) AC 5 (chainmail + shield); MV 12; HD 1+1; hp 7 each; #AT 1; Dmg 1d8 (longsword) or 1d4+1 (club); AL LN; XP 35; THAC0 19

Stats: Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 10

Notes: Will attempt to restore order, possibly detaining those near the scene. Carry whistles to call reinforcements (another patrol arrives in 4d6 rounds if summoned). Favor merchants over outsiders unless given good reason.

Azure Watch Sergeant (optional, 1 in 3 chance with group) AC 4 (chainmail + Dex); MV 12; HD 2; hp 14; #AT 1; Dmg 1d8+1 (longsword); AL LN; XP 65; THAC0 19

Stats: Str 15, Dex 13, Con 13, Int 11, Wis 11, Cha 12

Notes: More authoritative. Will demand explanations and take charge of the situation if things escalate. May recognize PCs by reputation or past behavior.

ITEM: SEALED SCROLL CASE

- ◆ Wax-sealed with the crest of Osprem (Religion check to identify).
- ◆ Detect Magic: faint abjuration + divination aura.
- ◆ Opening it reveals:
 - Map of Sasserine’s sewer tunnels with cult markings.
 - A list of symbols and cult phrases.
 - A warning: **“Three shall become one. Blood shall crown the tide.”**

Delivering the scroll intact to High Priest Belrain earns a **minor divine blessing** (+1 save vs. fear effects for 24 hours).

CHECKS

- **Wisdom check:** Realize Deyrin is still alive and holding something tightly.
- **Intelligence check:** Recognize the scroll seal as belonging to the Azure Cathedral.
- **Detect Magic:** Reveal the scroll’s protective wards and the lingering presence of conjuration.
- **Move Silently / Tracking:** Trail the retreating cultists through fog to nearby sewer grates.
- **Charisma (reaction roll):** Calm onlookers or avoid suspicion when the watch arrives.
- **Religion check:** Identify the triskelion symbol of the Ebon Triad and its foul purpose.

REWARDS AND OUTCOMES

- **Scroll delivered to the Azure Cathedral:** Party receives **Potion of Healing**, +1 reaction bonus with clerics for a week, and future adventure leads.
- **Salt-Shadow defeated:** The cathedral gifts the party a **Scroll of Protection from Undead** or holy water.
- **Cultists captured:** Reveal a shrine under Shadowshore and mention a figure called the **“Herald of Union.”**
- **Loot:** Triskelion pendants (10 gp each), coded parchment scrap referencing a ritual site, 1d6 gp per cultist.

THE SHRINE OF THE THREEFOLD PATH

Hidden beneath the filth-choked alleys of Shadowshore lies a forgotten sewer grate behind an abandoned fishery. From there, a narrow stone passage leads downward into darkness — a place where the walls sweat brine and the air grows unnaturally still. The path ends in an ancient chamber, long predating the city’s founding, repurposed by the cult for their vile ceremonies.

The shrine is triangular in layout, each point dedicated to one face of the Triad. One corner bears a faceless idol carved from obsidian, a cracked orb where its eye should be. Another is a blood-slicked iron figure grinning with sharpened teeth. The third is a broad-shouldered brute of black marble, clad in sculpted plate and half-buried in a pile of shattered weapons.

At the center lies the Crucible Pit — a circular basin of carved basalt, stained by centuries of sacrifice. The stench of salt and decay rises from it. Dried seaweed and old bones line its edges, remnants of “tide-bound” offerings.

Flickering candles of dark red wax burn constantly in the alcoves, producing no heat. The flames lean toward

any who enter, casting shadows that don't quite match the movements of their source. Whispered voices echo faintly, but fall silent the moment they are noticed.

One hallway leads to the cult's sleeping quarters — a series of curtain-partitioned chambers littered with tattered robes, old bones, and the occasional scribbled prayer to "the One That Comes." Hidden beneath a loose floorstone is a rolled parchment: a map of Sasserine marked with red ink across several sewer junctions and noble estates. Another passage, blocked by a sealed arch of barnacle-crusted stone, bears three overlapping glyphs. This is the Tide-Wrought Gate. Without a ritual key — or blood sacrifice — it cannot be opened.

Any who sleep within the shrine suffer violent nightmares and awaken with bleeding eyes or the sound of chanting still echoing in their ears. These effects linger for hours, and may draw the attention of other forces tied to the Triad.

The air is always damp. The stones are always slick. And somewhere deeper in the tunnels, something is always watching.



TREASURE

Beneath a loose altar stone in the shrine's central chamber lies a small iron box, locked and smeared with dried blood. The lock is mundane, but crude. The box itself is lined with black cloth and filled with ritual offerings gathered over months of worship.

Inside are:

- **320 gp** in mixed old Sasserine mint, many corroded with salt and age.

- A **silver triskelion pendant**, twisted and blackened at the edges — worth 25 gp, or 50 gp to a collector of cult relics.
- A **scroll of Animate Dead** (cleric spell), inked in red across dried sharkskin parchment, still faintly warm.
- A **single blood garnet** (50 gp), wrapped in yellowed vellum inscribed with the phrase:

"Three shall become One. Death will bridge the depths."

If the PCs disturb the box without proper precautions, they risk drawing a faint lingering curse: a **whispering presence** may follow them for days (purely narrative unless used to foreshadow later cult retaliation).

HERALD OF UNION

The Herald of Union is a gaunt, striking man whose long, tattered robes bear the stitched triskelion of the Ebon Triad. His voice is unsettling — smooth one moment, cracked and shrieking the next, as if three voices compete for control of a single throat. Beneath the folds of his sleeve, one arm is warped and blackened, marked with the blasphemous runes of Hextor, Erythnul, and Vecna. Once known in Sasserine as a scholar of ancient theology, he vanished years ago after "seeking deeper truths." Now, he leads a growing cult from beneath the streets.

He believes he is a living vessel of convergence — a chosen avatar through whom the three dark gods may one day become one. His sermons speak of "the tide of crimson," "the silence of hidden mouths," and "the final blow that ends the lie of separation."

The Herald commands a mix of divine and arcane power, and surrounds himself with loyal, broken acolytes. He uses fear, manipulation, and the promise of transformation to recruit desperate outcasts.

Herald of Union (Cleric 4 / Necromancer 2):

AC 5 (robes + bracers); MV 12; HD 6; hp 30; #AT 1; Dmg 1d6+1 (serrated triskelion dagger) or spell; THAC0 18; AL CE; XP 975

Spells:

Cleric — 1st: Cause Fear, Command; 2nd: Hold Person, Silence 15' Radius; 3rd: Animate Dead
Mage — 1st: Magic Missile, Chill Touch; 2nd: Mirror Image

Special: May summon 1d2 Salt-Shadows (bound undead) once per day. Channels necrotic blasts 3/day (10 ft. radius, 1d6+2 dmg, save vs. Spells for half). Gains +2 on saves vs. Turning effects.

If confronted alone, he will delay combat with cryptic parables and ominous blessings, hoping to stall until reinforcements arrive or the PCs are vulnerable. If

slain, his body immediately begins to dissolve into blackened ichor unless magically preserved — a side effect of the unholy rites that sustain him.

